

Cordova-Smith Airport, Cordova, Alaska Scenery for FS9

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This is fictional scenery for Cordova-Smith Airport (PACV), designed for FS9.

I created this scenery to "dress up" the area, which was pretty bare and outdated.

Here is what to look for in this scenery package:

- > Added a number of new buildings to replace the default buildings.
- > Added additional parking.
- > Added a Cargo ramp.
- > The default airport was in a hole (high terrain close on three sides) I flattened a larger area to open up the airport property. Because of the inaccurate terrain, I was limited as to what could be done to fix this issue.
- > Added yellow cones along the gravel runway and added a taxiway between it and RWY 9-27.
- > Added ramp lighting for night operations.